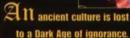


PlayStation®

e Granstream Sa



Amidst the blackness of ruin a single hope appears in the

> form of a glowing Sceptre, a legacy left to one young boy.

- Hugely involving storyline and enormous depth of gameplay
- Battle in real-time using over 1,000 weapon combinations
- Over 60 different enemy characters to attack from all sides
 - Over 100 hours of gameplay





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By Charleman He. 36 s trademore of Sony Corporation. The Gransfream Sagaru & 1997, 1998 Sony Con

The Granstream Saga.





Entertainment



o nother to any public performance distribution or extraction of this product or any travers

The Granstream Saga.

English.

Their ancient culture is now extinct and forgotten.

The straggling remnants of the race are plunged into a Dark Age of ignorance, clinging to landmasses that have escaped the drowning of their world. Yet amidst the blackness of ruin, a single bright hope reappears in the form of the glowing Sceptre.

Devastated by the conflict between the Army of the Empire of Sorcery, and the Army of the Federation of Spirits, caught between the indigo sky and the deep blue sea, a civilisation sinks slowly toward despair.

SETTING UP

Set up your PlayStation® according to the instructions in its Instruction Manual. Insert the GRANSTREAM SAGA™ disc and close the disc cover. Turn your PlayStation® ON at the POWER button. It is advised that you do not insert or remove peripherals or Memory Cards once the power is turned on. Make sure there are enough free blocks on your Memory Card before commencing play.

PLEASE NOTE: All screenshots for this manual have been taken from the English version of this game. Some screenshots might display pre-completion screens that differ slightly from those in the finished game.

HISTORY: A DYING WORLD OF FOUR CONTINENTS

A Clash of Cultures

The time: a hundred years before the events of this Saga...

The world was on the verge of destruction, ravaged by a war resulting from intolerance. Two foolish nations, unable to accept the differences between their cultures, had chosen to engage in violent conflict. Each side named itself after the magic on which its culture was founded, one being the Imperial Wizardry, and the other, the Allied Spirit Army.

The fighting escalated, and the two exhausted powers became locked in a stalemate. Neither was able to win or to back-down, and it seemed that all would be lost. However, the Imperial Wizardry unlocked the seal on a prohibited magical super-weapon, destroying the central driving force, the source of the Allied Spirit Army's magic power. No one knows whether this happened by mistake, or whether the human race deliberately tried to destroy itself. However, the magic weapon completely pulverised the subterranean water channels in the land of the Allied Spirit Army. This caused a terrible upheaval in the earth's crust and knocked the planet off its axis, resulting in the polar ice-caps melting into the seas.

The Wisemen

This crisis had not been entirely unforeseen. The Four Wisemen, aligned neither with the Imperial Wizardry nor with the Allied Spirit Army, had found a way to aid humanities survival. Using the power of a magical control tower, named Airlim, the Wisemen chose four continents, each being the locus of a sacred power, and caused these continents to rise and float into the sky. The people thus saved from destruction vowed to reform their society in this New World. To maintain the power granted by Airlim, and ensure that the continents were held aloft indefinitely, they had to hold a ceremony each year. This annual ceremony had to be performed by one of the Wisemen' descendants, versed in the ancient knowledge embodied in the four Magic Orbs and the Spirit Chant.

But many years have passed since then, and it is now rumoured that the Army of the Empire of Sorcery is on the move again. The Wisemen have disappeared. Losing the power to stay afloat, the four continents have begun slowly sinking. Between the indigo sky above and the sea below, the world seems bound for destruction...

HOW TO USE THE CONTROLLER

In this section, we shall start by naming the buttons used while playing the game, and giving a brief overview of what they do. The button actions can be reconfigured at the Start/Main Menu, but the actions detailed in this manual are the default actions as found at the start of the game. More detailed information is given on the pages that follow. The button functions are basically the same on the field maps and in battle. However, there are certain functions that can only be used when fighting the enemy, and these are indicated by the phrase 'In Battle'.



NOTE: THE GRANSTREAM SAGAT can be played using the directional buttons or, if you are using an Analog Controller (DUAL SHOCK), the left stick. When using the left stick, ensure the analog mode switch is on (the LED will light up Red). The vibration function of the Analog Controller (DUAL SHOCK) can be toggled on or off in the in-game OPTION menu (see 'Option' in the 'Game Menu' for more information).

⊗ button: Check information / set selections

This button allows you to look up information about the objects that Eon encounters. You can also use it to talk to characters. Its other function is to confirm or set your selection whenever you select an Item, a magic spell, or a response to a message. In battle: This button is used to attack the Enemy by wielding a weapon. It can also be used to input Command Strokes. See the section 'Fighting the Enemy' for more information.

O button: Cancel

After pressing the button to select an Item, a magic spell, or a response to a message, you can use the button to cancel your selection. In battle: This button is used to deflect the enemy's attack, using a shield. See the section 'Fighting the Enemy' for more information.

button: Magic

This button is used to employ magic. See the section on 'Magic' for more information.

A button:

In field maps: This button is used to call up the Menu screen.

L1 / R1 buttons: Change viewpoint

Each time you press the L1 button, your viewpoint rotates 45 degrees clockwise. Press the R1 button to rotate 45 degrees anticlockwise. Press the L1 button and the R1 button simultaneously to return to your original viewpoint.

Directional buttons / left stick: Move / select

The directional buttons / left stick are used to make Con move, and to select message responses, menu options and Items. They can also be used in Airlim to select a destination on another continent. In battle: The directional buttons / left stick can be used to dash, and to input Command strokes.

SELECT button:

Not used.

START button:

Same function as 🛆 button.

GETTING STARTED

When you reach the Title Screen, press the STARI butter on your Controller to access the Start/Main Monu, where you'll find the following options

DATA LOAD

Select this to loud a saved game and recommence at your most recent save point. See the section 'Hemory Cards - Saving and Louding' further on in this manual

START:

Begin a new game.

BUTTON CONFIG:

Change the layout of your Controller's functions. See

the section 'Button Cenfig' below.

BUTTON CONFIG

This option allows you to change the button sottings as desired. On the BUTTON CONFIG screen, you will see an innum of a Controller with the default settings listed and their actions as follows.

TALK / ATTACK >

8

CANCEL / DEFENCE >

0

MAGIC >

COMMAND >

A...

R-ROTATE >

R1

L-ROTATE >

11

On the limition of the screen you will see three options. Press \uparrow / \downarrow to highlight an aption and press the \otimes button to select:

CHANGE BUTTON CONFIGURATIONS: See below

DO NOT CHANGE BUTTON CONFIGURATIONS

20

Select to return to the Start/Main Meny

GO BRCK Highlighten

Highlight YES and press the button, then press the button again to return to the Stort/Main Menu

CHANGE BUTTON CONFIGURATIONS

Press the Station to select this option. At the prompt, select YES to change your button configuration and press the Sobutton. Now press the button you wish to assign to each action (e.g. press the Sobutton if you wish to assign TALK / ATTACK actions to the Soutton). Once you have completed assigning actions, select YES to advance, or GO BACK to reassign actions. Finally, press the Sobutton again to reason to the Start/Main Menu

MEMORY CARDS - SAVING AND LOADING

PLEASE NOTE: Do not insert ar remove Memory Cards once the power is turned on. Make sure there are enough free blocks on your Memory Card below commencing play by using your Consolo's Internal Memory Card manager (consult the Instruction manual supplied with your consolo for more information). Insert your Memory Card into Memory Card slot 1 only.

SAVING YOUR GAME

Please note that when you want to break all a game, you can only save the data in certain locations such as the church, or facing a crystal. When prompted, highlight YES and press the Southan to save your game. See the sections 'Saving Data' and 'Crystals' for more information.

LOADING A SAVED GAME

Select the DATH LOAD option from the Start/Main Money, and there is so the START botton. Three filenames will be displayed. Press \uparrow / \downarrow to highlight the tore you wish to load, then press the \otimes botton

ACTIONS Controlling Eon

Can is easy to control, and has a number of actions. The basics are covered here-

MOVE:

Regardless of your viewpoint angle, Con will move towards the top at the screen when you press \uparrow , towards the left of the screen when you press \leftarrow , and so forth.

CHECK

By pressing the button, you can check the information on whatever object happens to be in front of Con. For example, if the object is a chest, you can check up an what is inside it. If a person is in front of Con. you can use this function to talk to him or hor

VICWPOINI

You can change your viewpoint, using the Li button to ratate the screen view clockwise, and the Ri button to ratate it anti-clockwise. This function allows you to view locations not normally visible, such as the back of a building.

MENU

When you prose the hutton, several mean uptions will appear on the serven. You can call up this Mono serven when using items or magic spells, or when proparing equipment. See the section How to Read the Screens' later on for more information.

MAGI

By pressing the

button, you can use whatever magic spell you have previously set using the Menu screen. For greater convenience, you can store your most frequently-used magic spells on this hutton. See the spection on 'Magic' later on for more information.

CANCEL

When you select an Item, a magic spell, or a message response from the Henn screen, you can cancel your selection by pressing the

huttan.

FIELDS Field Maps

towns, interiors at houses and other locations where buildes do not accur are called field maps. In this section, we introduce the main facilities conilable to the field maps.

SAVE: Saving data

When you are in a field map and you decide you want to break att the sease, you will need go to the church in the town in order to save the data. The save tota menu screen will appear when you talk to the priest in the church. When prompted, highlight YES and press the So botton to save your game.

SHOPPING Buying Hems

When you want to buy herbs or some other restorative Item, call in at the Apothecary. To make a perchase, use the directional buttons to select the desert ditem, then press the Schutton to confirm your selection.

SCLI Selling Hems you no langer need

Items you no longer need can be exchanged for yours at the Porm shop. Note that this is the only place where you can sall Items. It's a good idea to keep converting your unwanted Items into each.

INVORMATION Collecting information

The but is a national meeting-place for large numbers of people. They will exchange yearly, which can be a source of useful information. When you find yourself stuck at some point in the game, you can visit the har as after as you like.

OTHER: Other facilities

has self find many other buildings in town, such as private houses, temples, anique hops and the like. Some are locked and cannot be entered, but it's worth token, a look inside whenever possible

Christing up on the contents of casks and jars

It you find any casks or jars in a field map, it's always a good idea to view. The contents. You may find something useful inside.

THE DUNGEONS Searching the Dungeons

Inside the dungeons are mazes and enemies determined to hinder tank progress. This section offers some advice on the dangers that lark there.

NAZES: Watch out for the mazes

Many of the dungeons are highly convoluted mazes. You will need to keep track of your Life Points (LP) and Magic Points (MP), and your stock of herbs.

Sketching a map will holp provent you getting last:

TRAPS: Traps for the unwary

Special traps have been placed in the dangeons to keep invaders out. If you keep your wits about you, and stay on the lankant for anything anosaol, you should be able to avoid them.

SAVE: Crystals

By greasing the maintain when Ean is facing the green crystal, you can save your data. When prompted, highlight YES and press the button to save your game. By pressing the button when Ean is facing the red crystal, you can warp Ean out of the dangeon.

TREASURE: Chests

By pressing the 🖎 button when Con is facing a chest, you can make him take not whatever is inside. However, you should bear in mind that there is a monster salled Mimic—which looks exactly like a chest

BATTLES: Fighting opponents

When you meet up with one of the various monsters that look in the dangeons, the screen will switch to a close-up view, ready for a one-to-one battle. All-out combat will continue until one party succumbs. See the section 'Fighting the Enemy' for more information.

BATTLES

Fighting the Enemy

In this section, we shall start by envering the basic actions for Can. You would be well advised to master the three actions ATTACK, MOYC and CUARD.

MITACK: By pressing the & button, you can make Can attack his apparent with a weapon. The attacking methods vary occording to the weapon Can is holding, and the commands you input. See the sections 'Equipment' and 'Commands' for more information.

MOVE: Con's movements during battle bard as reference to the siswpoint unifice or the top/bottom of the screen. When you pross 1, he will move forward, and when you press 1, he will move backward. Please born this in mind

GUARD: When you press the © button, Can defends himself so that he is not damaged by his opponent's attack. However, Con cannot move while performing a GUARD action. Note that the opponent can also attack from the side of the GUARD does not work against all kinds of attack.

DASH: By pressing in a direction twice in quick succession, you can perform a DASH action. If you make him dash forward and hold the butter down, you can make him collide with his opponent

MAGIC: By pressing the D butter, you can make Con use a magic spell had you have previously set. Keep an eye on the number of Magic Points (MP) you have bit, and use magic wisely during buttle. See the section on 'Magic' for more into more and

AIRLIM

Using Airlim to Move Between Lucations

Hirlim: staying affect by magic, and copable of high-speed movement, will surely, be at help to Ean in his quest.

MAP: Moving hotereen continents

Once you are taxide Airlim, the name of your current location and an image of the continent is displayed on the screen. To move to a different location, use the directional buttons / left stick to select your desired destination, and then press the botton to confirm your selection. Inside Airlim, you can also look up game him and save data. Use the button to move backwards through the menus. Selection to the save the save data.



The magic tower Airlim is 50 metres tall and 15 metres in diameter.

This magic control tower was built during the war, its purpose being to store and control the magic power of the Army of the Federation of Spirits Possessing a quasi-human persona, if operates on the basis of rates laid down by the Wisemen. When the four Magic Orbis are oligned. Airlim is activated and can be moved to any specified

conferent. Then, when the Spirit Chart is recited by a descendant of the Wisemen, therein gives the continent energy to keep it alload. When all four Jewels are gethered together in the hand of one person, that person is recognised as the muster of Airlin, and has control over it.

ADVANCED INSTRUCTIONS THE SCEPTRE

What Exactly is the Scientis?

The Scoptre is a legendary abject, a kind of magic wand, the remnant of an ancient civilisation last in the mosts of time. Mounted in a bracelet an Con's left arm, it has a will of its own. Who knows where this masterious faces will load him?

Con's lell wm

Brought up by Yolas, Eva has a green crystal which he has treasured erar since he was a small child, purely as a keepsake of his purents. Through vanware of its latent pures. he has been it mounted in a bracefet which he never takes off.

The invokaning

Having followed value to the tambo of the Wiseman, Con attempts to touch a relic of the ancient strationalmy. His his does so, the crystal on his left arm emits a bright light. He has an alon what this means

The activation

In the dopths of a maze, Can finds the statue of a knight in armous. Without warning, it starts to move, and advances toward him. Just at that moment, the crystal starts glowing again. Covelaged in its group light, Can instantly finds himself holding a weapon, and adorned in armous!

Restorative powers

The Sceptre passusses stronge powers enabling it to restore destroyed objects from their remains, and to copy and memorise all sorts of things. These powers will be useful to Con in the course of his goest.

Weapons

The Scepter has the power to crystore mighty weapons and suits of armous created by the ancient civilisation, making them instantly evaluate. Using the Scepter's powers. Can take an all surts of termidable apparents

Equipment and attributes

Hems of Equipment always have attributes, or special properties. Different items of Equipment inflict different degrees of Jamuss on the apparent, so take care to choose the right Equipment to light each enemy. See the section on Equipment for more information.

INFORMATION How to Read the Screens

MAIN CAME VIEW



I. LP (Life Points). The top bur shows how much life force Con has loft. When the mater reaches zero, the gome will brodinate

2 HP (Hit Points): The bottom has above for much physical form Con has left. When the meter spacked zero awing to the live flamage hillicted by an appanent.

the LP total goes down by

3. MP (Magic Peiris) This is a second to make power Son has left. Each time you use magic, points are used up, and stains the meter reaches zero. Can contain language magic Nate that there will be some magic spalls that require a minimum amount of MI and will not be available of upon MP is too low.

1). Orientation: This is a surgain, to help they been his limitary's and find his way around.

5. Hence. These was the Mone screens that will appear when you press the @ button. Use the directional buttons to select the desired menu.

MENU (press the @ button)

ITEM The ITEM across shows from representing the Home, and the number of items Can correctly holds. The directional buttons are used to make sulections. When the cursor is moved on to a particular icon, the name of the item is displayed, along with a short explanation.

COVIP As with items, ienns are used to represent weapons, armour and shields.
On the COVIP screen, AT stands for 'attacking power', and DF stands for 'attacking power', and DF stands for 'attacking power'. In each case, the number on the left shows the current value, while the number on the right shows the value after damage incurred while using Equipment. The main section of the screen shows all the items of equipment that have been stored using the Sceptre.

MAGIC The top half shows magic spalls that can be used in held maps, while the bottom half shows magic spalls that can be used in hattle. An icon represents each magic spall that can be used. For each magic spall, there is a name and a brief explanation of how it works, including how much MP will be consumed if the magic is used.

STATUS On the Status Screen, LV indicates Cong current Level LP stands for Life Points, and HP stands for Hit Points. In each case, the number on the left indicates the current value, while the number on the right indicates the maximum value. GP in the bottom right block shows the monetary value [Cam Points] of the yerns currently held by Eon. The top right black shows the weapons, armour and shield which Eon is currently equipped with, and their attacking power (AT) and defensive power (DF). In the boltom right block, MP shows the current number of Magic Points, plus the current field and buttle magic spells selected.

SCEPTRE: This screen shows the grains and names of the jewels stored by the Sceptre.
You can also use it to find information about where the jewels were acquired.

OPTIONS. This screen is divided into three sections. The top section can be used to change the spend of the massages. Press 🚓 n 👄 to highlight the icon, then press the 💿 button to set the speed:

ll All All All All All All All All All	
Set message speed to slaw set speed to mermal	Set speed to fast

The middle section allows upon to quit the young. Mighlight AT SET and press the Something them highlight IES and press the Something again to quit the current game.

the bottom section controlls the Vibratian Function of your Unalog Controller. IDUAL SHOCK). Use the button to turn the Vibration Function ON or OFF.

BATTLE MENU

At the six Monor economy, the SCEPIRE and OPTION screens cannot be used in battle, so they are not displayed while a battle is in progress. The remaining options remain the same as for the Field Menu.

MAGIC

The power of magic is still alive to the four continents. By making use of this powerful force. Ean is alie to employ a wide range of magic spells for attacking promies, restoring broken objects, and other purposes.

How to use magic

I Call up the Menu

The many is called up by pressing the a button. When you do this, the no across action powers, so you can take your time. Select MRGIC from the menu, then press the a button.

2 Select a magic spell

Use the directional buttons or left stick to highlight the ican for the desired magic spall, then press the hutton to set your selection. To exit the monu, press the O button.

I Holivate the magic spell

The button activates the magic spell you have just set. You can now activate it whenever you want. There is no need to call up the menu screen again, until you want to set mother magic spell.

IN BATTLE: Spells that can be used.

The spells used in the field maps and as too its answer that I have the difference is that fewer made spells can be apply in the dish made.

Using up MP (Magic Points)

Whenever you use magic, you use up a certain number of FP (Magic Points). You should keep track of the number of MP you have left. You can also replants your MP by using a potion: see the Magic List for more information:

Learning new mugic spells

In addition to the spells available transition that Fan can have now smalls by yetting hold at an item known as the "Secret Some of Untiquity". Last we have stones are your real

LIST OF MAGIC SPELLS

on learns many powerful magic spells as the saga unfolds. This section highlights just a lew of them.

SPELLS USED IN BATTLE

The magic spells that can only be used in buttle are listed below. There are two main categories: spells used to inflict damage on an apparent, and spells used to assist Con.

BATTLE	AMOUNT of MP USED	EFFECT
FLAME SHOT	15	Releases a powerful hall of flamee which damages the apparent by
-		hurning and exploding.
MADIE JASH	200	Raises a livestorm, inflicting ,
TRUST ARROW	₹25.	Task to project in three directions
BLIZZARO	00	Through at black of time or time enquerent.
LIGHTNING	HU	Discharges a hold of Egipting forwards
FOWER PLUS	39	Incrouses Con's ultacking nower
CURRO PLUS	30	for a certain period of time. Thereses Ean's defensive power the restance period of time.

FIELD SPELLS

Spulls used in the field aways. These spells are mainly used when moving around in the dumping. Make use at from when you are lost, or when you want to avoid a light

FIELD	AMOUNT of MP USED	EFFECT
AIRLIN RETURN	90.	Warps Com instantly from inside
		. The dungeons to the entrance.
EVIL STOP	120	Forces a pro-ling enemy to come
	製造 野 置	ta a standstill

GENERAL SPELLS

Spells that can be used both in builtle and in the field maps. These spells can be used not only in lown, but also in the dangeons, and when lighting the Enomy. This range of spells is useful for restoring physical strongth.

	AMOUNT of MP USED.	EFFECT
HEALING	40	Restores a small number of UP.
STRONG HEAL	Z 0	Restores a medium number of LP.
MAX HEAL	100	Restores LP to maximum

These are not the only spells. There are many other magic spells besides the anes introduced here. Keep your eyes open, and have a look in the shaps

ITEMS

USING ITEMS

I Call up the Menu screen

When you want to use an item in buttle, or in the field maps, start by pressing the @ button. This will call up the Monu scream. Select the Item option, and then press the @ button to confirm your selection.

2 Select on Hem

The Home Soluction screen will clow icom representing the items currently held. When you move the cursor on to the icon for the desired item, on explaination will appear in the Message window.

1-Using the Item

When you press the ... hutton to set the self-clad item (charse either USC or DROP), a contismation message will be displayed. Press the ... butter ogen. The Meny screen will class, and Ean will now be able to use the Item you have selected.

Dried herbs

Price: 60 gems

These modicinal horbs can restore Con's LP (Life Points), recovering approximately one third of maximum physical strength. Being cheap and on sale everywhere, this is an easy Item to get hold at It's a good idea to keep same in reserve at all times.

Law untion

Price 100 gems

This is a liquid made from "excerci's Stene, and kept in a hattle. It can basst Con's MP by 70 points. Make a paint of having some in reserve when you renture into the despest dangeness, as not ready to light a powerful appearant.

Angel's Feather

Prive 100 gems

This is a magic feather that allows Can be warp instantly from inside the dungeons back to the entrance. By Heer is I rother run come in very useful when you run out at Items and physical strongth, or when you find yourself stack, unable either to move forward or retreat

Acquiring Items

Homs can be acquired not may by purchasing them from the Apatheousy, but also by picking them up at the coverne or the discovery, as by felling an opponent.

EQUIPMENT

Weapons, Armour and Shields

You can propore thin for buttle by equipping him with powerful weapons, armour and shields frestored using the power of the Scriptre).

Day I forget the Equipment!

I Call up the Menu screen

To call up the Menu screen, purse the & button. Highlight the EQUIP option, then press the & button. The isons for the weapon, armoni and shield currently held by Eon will then appear

2 Select the Equipment

Press \uparrow / \clubsuit to select a WEAPON, or ARMOUR, or a SHIELO Highlight the terms for the items you want can to hold in his right and left bonds, then press the \bigotimes button to set your selection.

Item combinutions

The weapons, armore and shields each have their own particular strongths and attributes. Different combinations of items will produce different effects. Several particularly effective combinations are covered in this section.

ORIGINAL. The Original Equipment is the second and should the second with. Although this Equipment has no second preserts it has been solar weaknesses either, and it is basic and easy in second

MAGIC: The Magic Equipment is effective against magic attacks. The weapon known as Avenger has the power to absorb the opponent's Magic Points

HEAT: The Heat Equipment is designed to cope with heat and cold infliction. By switching between the weapons 'Valholla' and 'Flore Sabre', Lon can bandle both heat and cold.

HEAVY: The Heavy Communication to the property of the description of the appearant's attack.

COMMAND STROKES

What exactly are the command strokes?

The command strokes are death-blows that inflict heavy damage on the enemy with one single stroke. You can't afford not to master them!

Besides the ordinary method of attacking with a sword by pressing the & button, there are special methods of attacking by using the directional buttons in combination with the & button. These special methods are known as command strokes, and they have a high attacking power.

The attacking method may vary depending on the weapon Con is holding, even though your input remains the some.

Basic Command Strokes

LUND SWORD STRUKES

The Long Sword, which is the hosic weapon, is usey to honels and also has plonty of attacking power. When lighting lake advantage at this sword's extended reach long Sword — where Droadsword, Bastard Sword, Flore Salar and others.

COMMANU
8
⊗
← ⊗
♦ 😵 🗧
⊗ ⊗

^{*} Continuous atlack

By holding down the 😵 button, you can carry out a non-stop attack. This is best used when learning your opponent's attack patterns.

SHORT SWORD STROKES

Weapons of the Short Smort type are tight and suitable for fast, number attends
Although their attacking power is low, they enable Con to confuse his apparent.
Short Sword weapons. Disk the cutor and Holy Knife among others

NAME OF STRUXE	CJUMAND
Latt-right W shash Frantal Thrust Triple Slash	10

BLUNT SWORD STROKES

Blant Swords have restricted movement because of their weight, this makes them extremely difficult weapons to hundle. However, when they hit their target they exert a terrific destructive force:

Blunt Sword weapons: Battle Axe and others

NAME OF STROKE	COMMAND
Vertical Slash	Ø
Horizonial Step Slash	† ⊗

Advanced Command Strokes

time Con resource a very reason, it couldes him to use more powerful command strokes. These commands for different highly affective

LONG SWORD STROKES

NAME OF STROKE	COMMAND
Windbuster	-1-0
Sprining Stor	1 -0

SHORT SWORD STROKES

NAME OF STROKE	COMMAND
Z-shaped Triple Sheb	
Screw Slosh Ovadruple Thrust	too (keep the timing even)

BLUNT SWORD STROKES

NAME OF STROKE	COMMAND
Cyclone Stash	
Crass Slash	
Rolling Stash	1 1-1901-1-19

EXTRA INFORMATION ASSIST BUTLES

Progressing to higher levels

As the range unfolds. For develops as an becomes more experienced. His development is not regresses to higher levels by fulfilling vertain conditions, such as successfully getting through specific events. Each time Consisses to a new level, his copabilities increase

Cems

Whonever Can clears a burdle, opens a chest, or vanquishes no enemy, he frequently acquires gams, which are used as money in the world of the Saga These gems can be used to buy Items

Sceptre Force

By overcoming an apponent without the use of magic, Can can gain Scaptra Force. If he gains Scaptra Force in more than one successive victory, changes will occur in his Scaptra and his Items. To discover what these changes are, you will have to experience them for yourself, which means doing your best to acquire Scaptra Force. Note that using any Items or magic in a battle will disqualify from gaining Scaptra Force. You are also disqualified from gaining Scaptra Force by sustaining injury in a battle.

GAME OVER

When Can's Life Points (LP) drop to zero during buttle, the yame will terminate, and you will have to ye back to the point at which you last saved the game data. You should therefore take care to save your game on a regular basis

THE WORLD OF THE SAGA A View of the World and the Conditions Prevailing

1. THE CHARACTERS

Can Lunzual

applicated from his parents in infancy. Con has never been able to said out anything about his own origins. Being to all intents and ourpoints an orphan, Can was adopted by an old man named Valos kanzard, who brought him up to his and variourged him to loarn swordsmirethin and magic. The old man and the boy ensided in a remain area of the continent of Shill. Thompson some childhood, there was one thing that same value as straight the faintly glowing green regulat in the bracelot on Can's left arm. Con himself has no clear idea of the exact nature at his crustal, although he thinks of it as a knepsake of his numerity, whose whereabouts he has never known Valos, however, privately suspects that the crystal is the legendary Scoptre. and that Con, raised in obscurity, is in fact the child of desting, guided by this ancient token of magic powers

Arcia Eldeen

Harmy lost his way and blandered into the back main of a church, Consues a vision of a young got. Her name is Arcia, and she is a descendant of the Wiseman Zaria. Having fled from the Empire of Sorcery, she had previously sought sanctuary in the church, and had been hidden than by the priest. However, she has since been captured and taken back to the Empire. So bitter is her distress, that her cry for help reaches Con in the form of this opporition.

Larumee Restain

On his way to find flocia, Constave away in a chamber in the airship Guda belonging to the oir pirates known as the Deshat It is here that Con-meets a yirl called Laramen is one of the pirates herself — the sister of their leader Slagzer — she is intrigued by Con's situation, and decides to help him.

Value Lanzord

In archaeologist specialising in the archaeo magic randsolventian. The olderly Valus Lanzard has spent many pears sludying the logends surrounding the continents. The relies of the Spicits and the magical acts of unclent thank beying last his own tamily in an accident, he loss in the young orphan Con, and brings him up.

Korky

Surrouned from the Saint Work of the Annual Mar, and their world in the Kurky of the only Spirit trees in the world the was discovered by the Desbut of pirates, and has lived in the Ludy over since Although to narmally takes the tarm of a small hird, has from from is that at a yount sucred hird. Like Laroune, Korky sonses something unusual about Lan, and takes an interest in his actions

Slayzer

Slayzer, the brother of Larannee, is a young man who has wan fame as the leader of the Doshat air pirates. Proud of his own capabilities, he is contemptuous of the Empire of Sorcery because if relies on the power of an ancient civilisation. He looks down on Con for the same reason.

Gude, the high-speed airship

Length including tail: 28 metros, wing span 92 metres. Built to a design drawn up by Ziruas (former sorcerologist of the Imperial Army) the airship Gudo is capable of travelling at ultra-fast speeds. Originally used by Ziruas to escape from the Empire, Gudo is now used by the Deshut air-pirates, led by Slayzur (the nophew of Ziruas)

2 THE FOUR CONTINENTS

The Four Continents have coupled humans to survive the Great War. However, a dark cloud hungs user their types

Shilf



And is the Cantinent of Wind, where Con comes from 11. Having power has declined noticeably, so Yolay bay and all a partian of the continent to reduce the analysis Shiff is now barely managing to stay alloat

Aquas

When it was tiped equive about, the continent of Aquas on the day of a continent of Aquas because of a commission for the day of the continent of the continent

to freeze.





The continent of Valcos has a volcano as its central feature. The volcano has a town on either side an arrangement which maintains the balance of the continent. If this equilibrium is destroyed, the goothermal source inside the volcano could spew molten layer over either of the towns.

Zephere

The uninhabited continent of Zephere consists of send and exidised from the existence is shrouded in mystery. The Empire of Sorcery has set up a base here.



3. THE ENEMY

The Guardian

The Guardian resembles a knight in armour. Try to dodge its sword thrusts, and counter-attack. When Eon is out of striking distance of its sword, it will attack using a powerful laser.

Slasher

Slasher is a long-armed, grotesque monster. Its quick and nimble movements make it difficult to hit, and when cornered, it jumps out of the way. The best way to attack Slasher is with a Right Horizontal Slash using a Long Sword.

Sorcerer



Sorcerer's speciality is attacking at a distance, using magic. It is probably impossible to get the better of this enemy unless you dodge its magic spells and leap right on top of it.

Vangel, the magic warplane

Height, length and width: 120 metres

Vangel is the last surviving example of the maximum-strength warplanes mass-produced by the Army of the Empire of Sorcery, and deployed in the Great War, a century before the events of this Saga. Manufactured using the highly-advanced



sorcerous technology of its time, it cannot be rebuilt, as the technology has been lost, and the materials are no longer available. Magic torpedoes are its principal weapons, although it is also equipped with fire-bombs. Complete with a dimensional-pressure barrier, Vangel is essentially a sky fortress, with plenty of attacking power, it is able to withstand just about anything, including dragons.

However, due to a shortage of crew, power and Sorcerer's Stones, it is currently operating at only 40% of its original capacity.

THE START OF THE SAGA

On these pages, we offer a few hints to help you pass the first few areas of the game.

- After listening to Valos' words, Eon opens the door and enters the house. Valos
 wants a cup of tea, so the first thing Eon has to do is find the teacups. Don't
 farget to boil the water.
- When Valos sets off to look for the missing boy, he goes down a ladder towards
 the centre of the ruins. Eon must follow him down the stairs.
- Deep in the ruins, Eon will find a relic of the ancient culture. Eon touches the beautiful glowing crystal. At this point, you should save the data for the game so far.
- Led by curiosity, Eon walks deep into the maze. He finds a statue of a knight in armour, which suddenly comes to life as he approaches it! Here's your first battle...

